

## Sullivan County NH, Board of Commissioners Fourth Revision - AGENDA

## REGULAR BUSINESS MEETING Tuesday, October 3, 2006, 1:30 PM

<u>Place</u>: Sullivan County NEWPORT Complex 1<sup>st</sup> Floor – Commissioners' Conference Room

## 14 Main Street, Newport NH

| 1:30 | PM - 1:40 | PM | 1. | <ul> <li>Meeting Minutes Review</li> <li>a. Sep. 5, 2006 Public Meeting Minutes</li> <li>b. Sep. 5, 2006 First Executive Session Meeting<br/>Minutes, Per 91-A:3.II.c. – Personnel Issue</li> <li>c. Sep. 5, 2006 Second Executive Session Meeting<br/>Minutes, Per 91-A:3.II.c. – Personnel Issue</li> <li>d. Sep. 13, 2006 Special Meeting – DRAFT Audit Review</li> </ul> |
|------|-----------|----|----|--|
| 1:40 | PM - 1:50 | PM | 2. | Judkin's Property Conservation Easement Update   |
| 1:50 | PM - 2:10 | PM | 3. | <ul> <li>Human Resource Director's Report</li> <li>a. Review draft Volunteer Policy</li> <li>b. Sign County Sullivan County Employee Manual with addendums inserted</li> <li>c. Discuss Mt. Washington Discount Automobile Insurance program</li> </ul>  |
| 2:10 | PM - 2:20 | PM | 4. | DOC Contract Renewal: Keefe Inmate Commissary  |
| 2:20 | PM - 2:40 | PM | 5. | County Manager's Report  a. Introduction of Scott Wojtkiewicz, Sullivan Health Care Administrator  b. Review HVAC Sullivan County Health Care Bids c. Greg Chanis & Ron McPhall will be present d. Assisted Living Update e. Greater Sullivan County All Hazards Region - Updates  |
| 2:40 | PM - 3:00 | РМ | 6. | Commissioners' Report  a. Decide on tour dates  i. Maplewood – Cheshire County ½ day  ii. Merrimack & Rockingham – full day  b. UVLSRPC – Discuss Ballot on FY08 Dues  c. Nov 7 <sup>th</sup> – Next regular Newport meeting –  Reschedule (Election Day)  |
| 3:00 | PM - 3:15 | РМ | 7. | Public Participation   |
| 3:15 | PM        |    | 8. | Adjourn Meeting  |
|      |           |    |    |  |

## Upcoming Events:

Oct. 17, Tue. Next Board of Commissioners Meeting. Time: 1:30 PM. Place: Unity - County Complex, 5 Nursing Home Drive, 1<sup>st</sup> Floor, Recreation Room